

**PREMIER  
WORLD-WIDE  
ARCADE GAME  
DESIGNER**

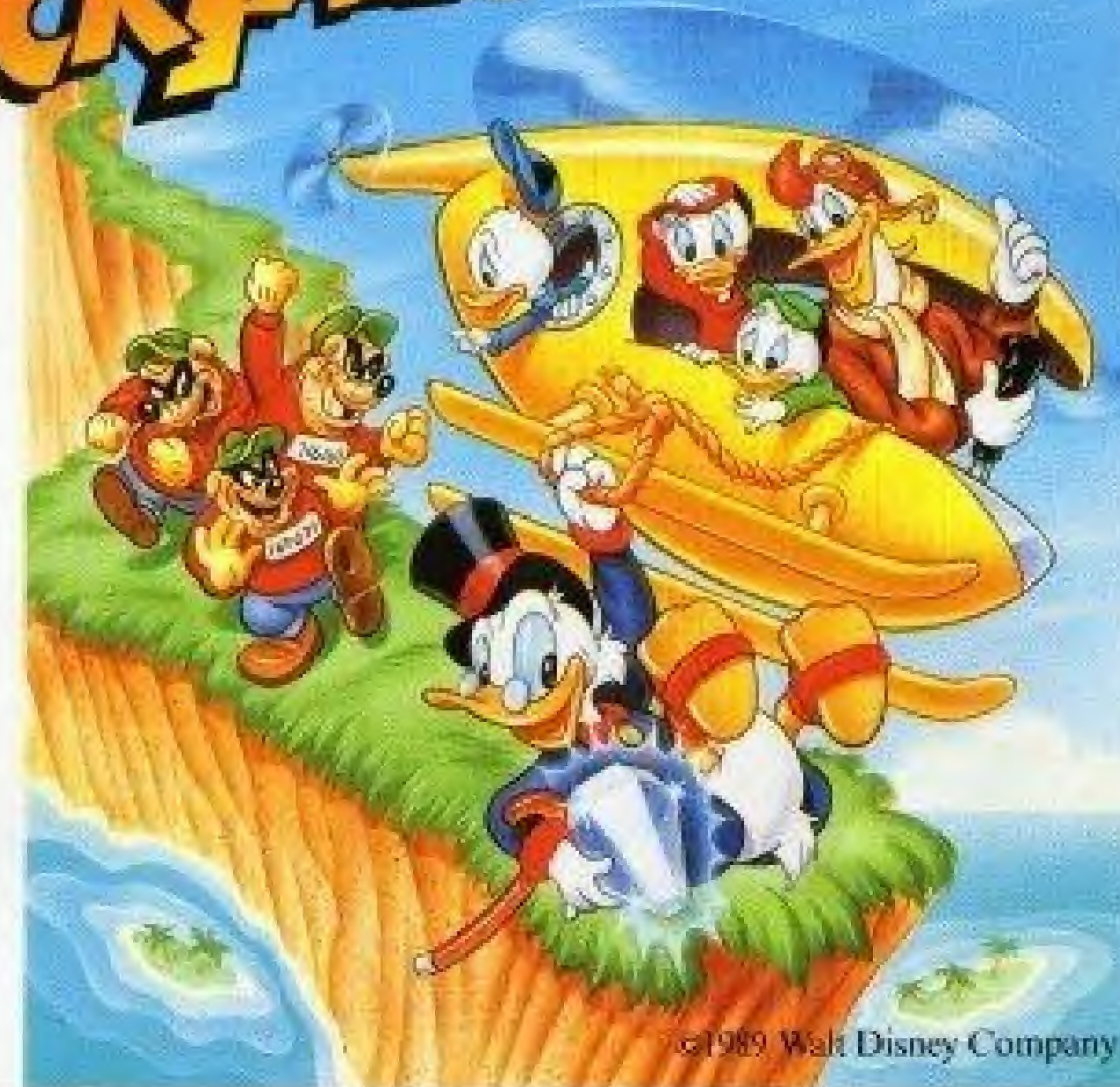
**EmuMovies**

**CAPCOM™**

3303 Scott Boulevard  
Santa Clara, CA 95054  
(408) 727-0400

**For game counseling tips call: 408-727-1665**

# Disney's **DUCKTALES**



## TABLE OF CONTENTS

Special Message .....	2
Safety Precautions .....	3
Getting Started .....	5
Controlling Uncle Scrooge .....	6
Controller .....	8
Ducktales Story .....	9
The Cockpit Instrument Panel .....	10
The Control Room .....	11
Items and Bonuses .....	12
Helpful Characters .....	14
Hints and Treasures of Each Land .....	16
Hints/Scoring/Memo .....	18
Compliance with FCC Regulations .....	22
90-Day Limited Warranty .....	23

## A Special Message From

Thank you for selecting exciting and fun-filled **DUCKTALES** . . . One of our exclusive family of computer/home video games from CAPCOM's **Captain Commando™** "Challenge Series."

**DUCKTALES**, created by CAPCOM™ . . . premier world-wide arcade game designer... features colorful state-of-the-art high resolution graphics.

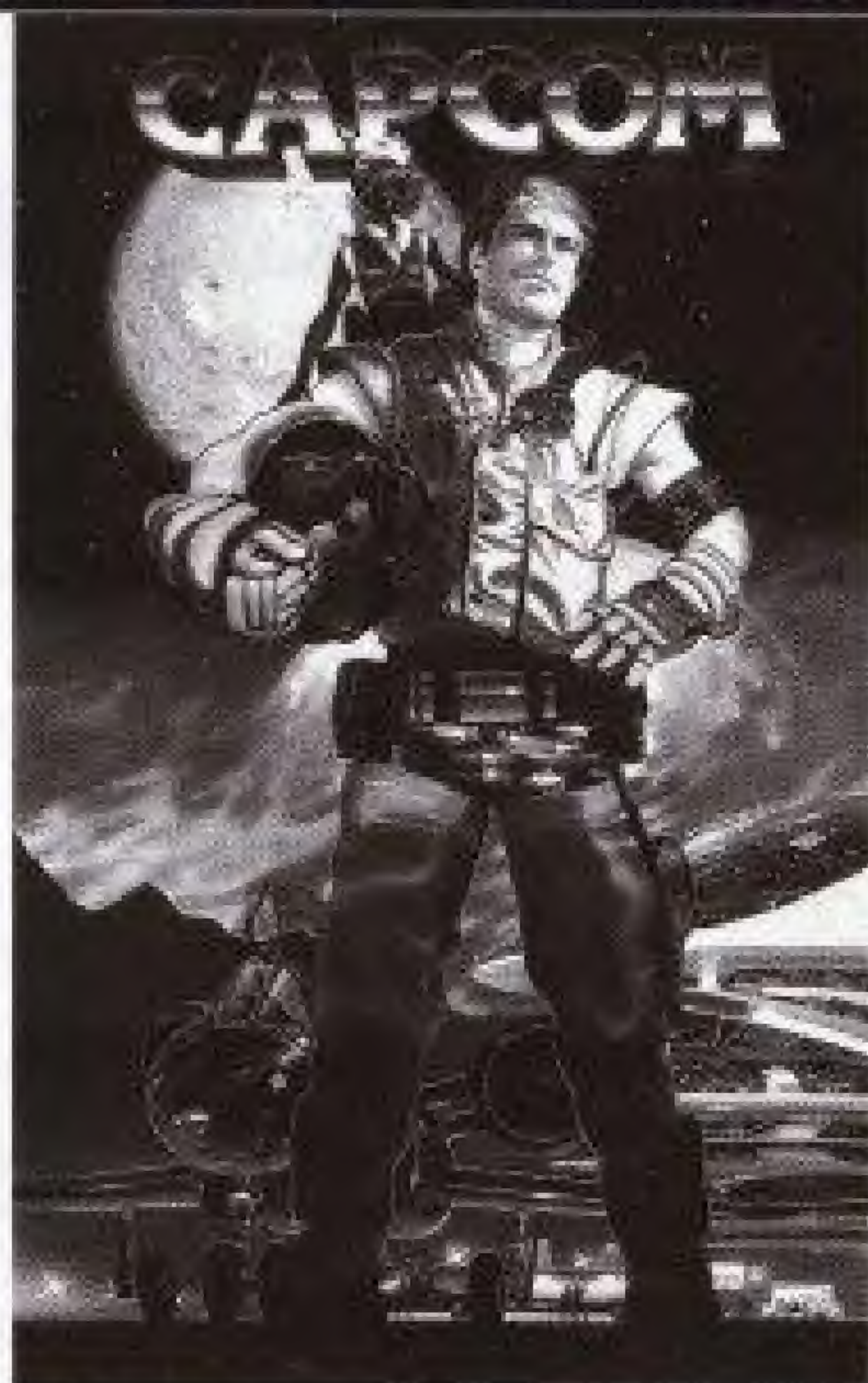
Licensed by Nintendo® for Play On The

**Nintendo**  
ENTERTAINMENT  
SYSTEM®



This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

CAPCOM and Captain Commando are registered trademarks of CAPCOM U.S.A., INC.  
Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.



*Captain Commando*

## **SAFETY PRECAUTIONS**

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

### **SAFETY PRECAUTIONS**

1. Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.
2. Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.
3. Never attempt to disassemble your GAME PAK.
4. Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.
5. For best results, play the game a distance away from your television set.
6. Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.



## GETTING STARTED

1. Insert the **DUCKTALES** GAME PAK and turn on your Nintendo machine. The title page will appear. At this point, you may choose the difficulty level. By pressing the control pad left or right, you can choose either Easy, Normal, or Difficult. To begin the game, press the start button.
2. The LAND SELECT screen will appear. This screen shows **Uncle Scrooge** at the helm of his control console in Duckburg. Here you can choose in which of the five treasure areas to begin your adventure. Use the control pad to move the glowing ball to the land of your choice, and press the **A** button to start your quest.

## CONTROLLING UNCLE SCROOGE

The controls for Uncle Scrooge are simple, but true mastery will take both practice and skill.

Pushing RIGHT and LEFT on the controller moves Uncle Scrooge right and left. This works even when he is jumping or falling. REMEMBER THIS! It is a very important feature.

UP and DOWN are used for climbing up and down ropes, chains and vines. Any time the pad is pushed UP and Uncle Scrooge is over a rope, chain, or other climbing surface, he will immediately start climbing.

The **A** button is used for jumping. There are two types of jumps that Uncle Scrooge can do. The first is a regular jump. The longer you hold down the **A** button, the higher he can jump. If Uncle Scrooge is holding still on a vine or chain when you try to jump, he will fall. Pushing UP while he is falling will stop the fall.

The second type of jump that Uncle Scrooge can do is the Pogo-jump. This is a way he can travel over dangerous ground, and repel certain enemies. This move can be tricky. To Pogo-jump, press the control pad down, press the **A** button, (the jump button), and while

## CONTROLLING UNCLE SCROOGE (cont.)

Uncle Scrooge is in midair, press the **B** button. You MUST press the **B** button before he lands, or the Pogo-jump will not work. Uncle Scrooge will continue to pogo as long as you hold down the **B** button. You can use the control pad to direct Uncle Scrooge while he is Pogo-jumping. It is sometimes possible to make him swing his cane while he's jumping.

The Pogo-jump is one of the ways that Uncle Scrooge can open treasure chests and remove rocks from his path. The other way is by "swinging" his cane. To make Uncle Scrooge swing his cane at an object, push RIGHT or LEFT on the control pad, (depending on which side the object is on), and press the **B** button. If there is no treasure within the object, Uncle Scrooge will just shake with the impact of the swing.

The **Start** button is used for pausing the game and reviewing the special items that Uncle Scrooge picked up through his adventure.

One final note: When Uncle Scrooge is damaged, he is invulnerable for a second or two. Take advantage of this time to get past tough opponents.

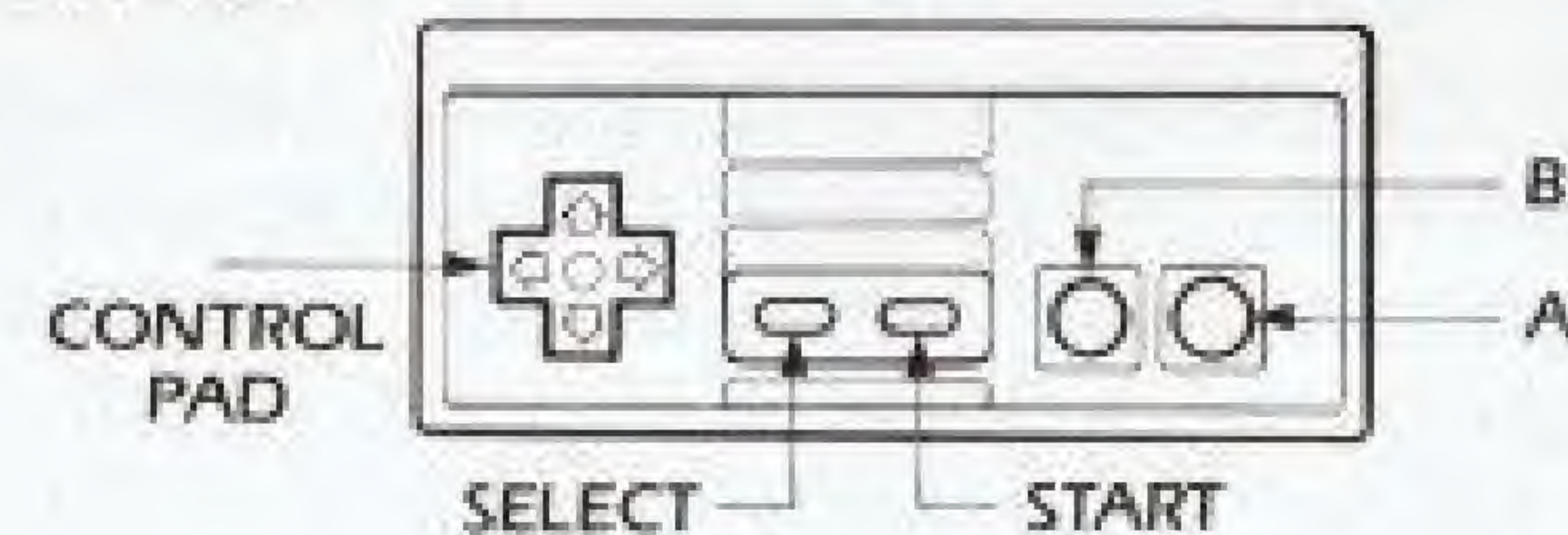
## CONTROLLER

### NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

**Controller #1** — Moves Uncle Scrooge.

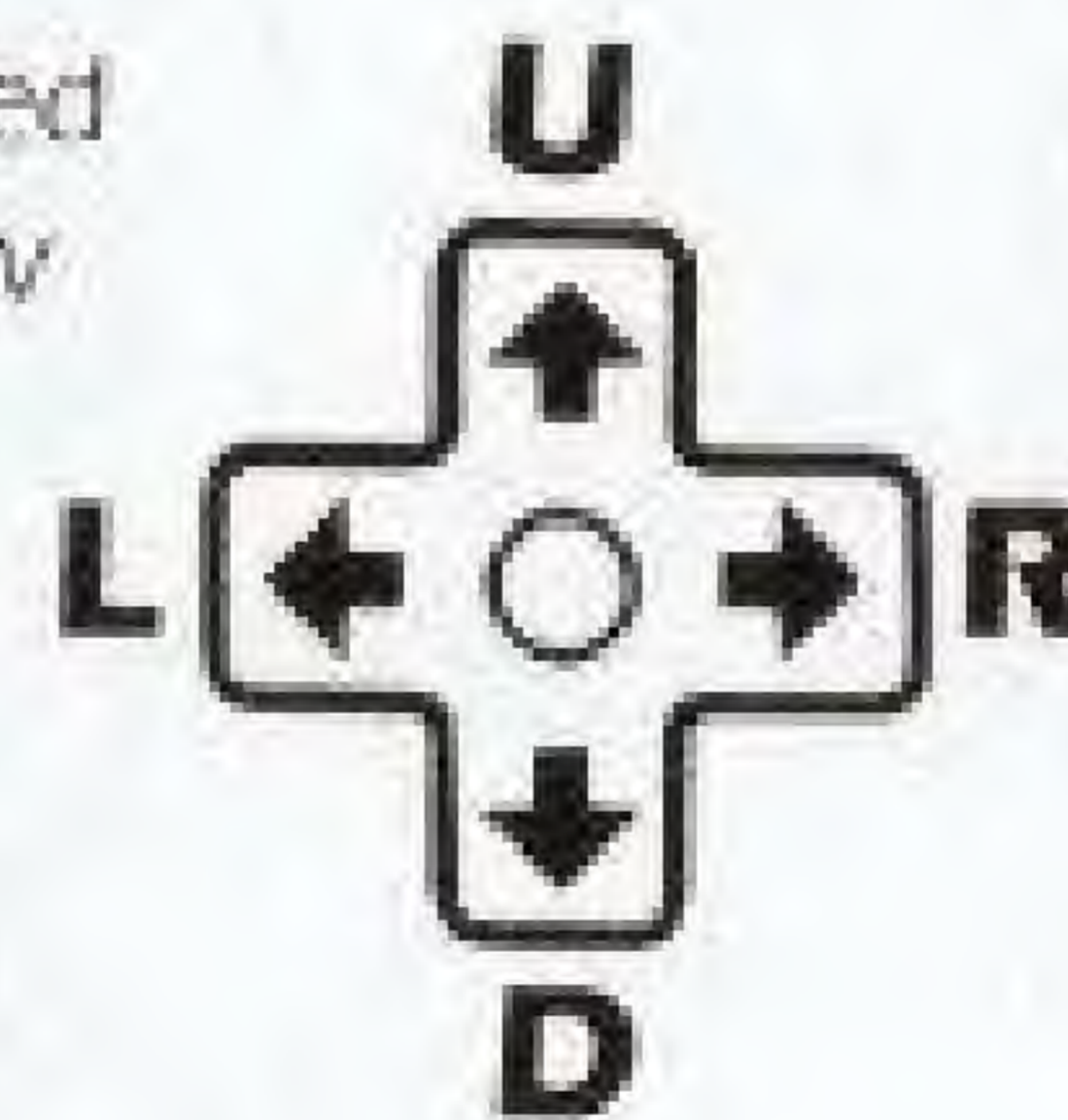
**Button A:** Jumps.

**Button B:** Continues Pogo Jump and Swings Cane.



**Control Pad:**

Each tip is imprinted with letter to show direction or movement:



**Four Separate Action Tips**

Pressing any of four tips moves you and player moves that direction.

- ◀ Moves Uncle Scrooge left.
- ▶ Moves Uncle Scrooge right.
- ▲ Moves Uncle Scrooge upward.
- ▼ Moves Uncle Scrooge down.

## DUCKTALES STORY

Uncle Scrooge is a world class millionaire and a lover of adventure. His goal this time is to obtain the five lost treasures that were scattered throughout the world. He is off on his adventure with the help of Huey, Dewey, Louie, and Webby. They will travel with him through the jungles of the Amazon, the snow topped peaks of the Himalayas, the haunted house in Transylvania, the subterranean mines of Africa, and to the surface of the Moon. How many of the lost treasures will you be able to find?



## THE COCKPIT INSTRUMENT PANEL

During each adventure, an instrument panel appears above the gameplay area. This will show the current status of Uncle Scrooge's progress in each land. The various cockpit indicators are as follows:

- 1. Hit Points:** When damage is done by the enemies, etc., the color changes from red to yellow. When all turn yellow, one player is out.
- 2. Land Money:** Money collected for that land. When the player is out, this figure goes back to zero.
- 3. No. of Players:** When there are no more players, the Game is over.
- 4. Total Amount:** When the land money is brought back to the Control Room it is added to the total for the Game.
- 5. Time:** When the time indicates zero, one player is out.

## THE CONTROL ROOM

The Game starts at this Control Room. You can start the Game at any of the five lands that are offered. You cannot choose a land that you have previously cleared.

When you come in contact with Launchpad, (who is standing within the various lands), he will ask you if you wish to return to the Control Room or not. If you choose "yes", you will return to the Control Room temporarily. Once there, you can put the money you collected into the safe. (Total Money score). Launchpad can only be used once in each land.

## ITEMS AND BONUSES

There are some of the various items that will assist Uncle Scrooge in his search for the five treasures:

- |                           |   |
|---------------------------|---|
| <b>Diamonds:</b>          | Small Diamond — worth \$2,000<br>Large Diamond — worth \$10,000 |
| <b>Red Diamond:</b>       | Worth \$50,000  |
| <b>Magic Coin:</b>        | For a period of time, it will make Uncle Scrooge invulnerable.  |
| <b>Ice Cream:</b>         | Restores one Hit Point to Uncle Scrooge.                        |
| <b>Cake:</b>              | All of Uncle Scrooge's Hit Points are recovered.                |
| <b>Scrooge Doll:</b>      | Another Scrooge is added to the Number of Players.              |
| <b>Skeleton Key:</b>      | This is the key that will allow you to enter the African Mines. |
| <b>U.F.O. Key:</b>        | This will be needed within the U.F.O.                           |
| <b>Remote Controller:</b> | Once you take this, you can call for Gizmo-Duck on the Moon.    |

## ITEMS AND BONUSES (cont.)



Large Diamond



Cake



Magic Coin



Scrooge Doll



Skeleton Key

## HELPFUL CHARACTERS

There are some of the friends of Uncle Scrooge that will assist him in his search for the five treasures:

**Huey, Dewey,  
Louie, and Webby**

— They give Uncle Scrooge hints within the different lands.

**Bubba Duck**

— He gives a special treasure to Uncle Scrooge.

**Mrs. Beakly**

— She made some wonderful treats for Uncle Scrooge.

**Gizmo-Duck**

— If you can find the remote control on the Moon, Uncle Scrooge can summon Gizmo-Duck to assist him.

**Launchpad**

— This famous pilot will fly Uncle Scrooge out of each land and back to the Control Room in Duckburg. He will also give Uncle Scrooge a convenient ride (from time to time).



## HELPFUL CHARACTERS (cont.)



Bubba Duck



Huey, Dewey, Louie



Webby



Launchpad



Mrs. Beakly



Gizmo-Duck

## HINTS AND TREASURES OF EACH LAND

**THE AMAZON:** Uncle Scrooge must search through the ruins of the Incan Empire. There are many traps here, and caution is necessary! The treasure in this land is the Sceptre of the Incan King.

**TRANSYLVANIA:** Uncle Scrooge has to contend with the monsters of a very haunted house. Listen to Huey's message to find the boss' room. The mirrors in this spooky abode can transport you to other parts of the house. The treasure in this land is the Coin of the Lost Realm.

**THE AFRICAN MINES:** Uncle Scrooge must obtain the skeleton key from a different land to venture into the underground mines. Look for treasures here in the wildest of hiding places! The treasure in this land is the Giant Diamond of the Inner-Earth.

**THE HIMALAYAS:** Uncle Scrooge has to be very careful where he steps around here. If he hops in the snow, he can get stuck, and the ice is very slippery. The treasure in this land is the Crown of Genghis Khan.

## HINTS AND TREASURES OF EACH LAND (cont.)

**THE MOON:** Uncle Scrooge must find the remote control for Gizmo-Duck in this land. Gizmo-Duck can help him find the entrance to the Moon boss' room. The treasure in this land is the Green Cheese of Longevity.

**THE LAST BATTLE:** Once all five of the Lost Treasures have been obtained by Uncle Scrooge, he must contend with the strongest Boss of all

**GENERAL HINTS FOR ALL LANDS:** When in doubt, jump about. Many of the various treasures have been scattered in each land in the most incredible of hiding places.

You must Pogo-jump across spiked logs. You can also Pogo-jump on top of characters that are in midair.

## HINTS/SCORING/MEMO

---

---

---

---

---

---

---

---

---

---

---

\*Instruction Manual by Kevin Sullivan

\*Game Counselors available 8 a.m. to 5 p.m. PST at (408) 727-0400

**HINTS/SCORING/MEMO**

---

---

---

---

---

---

---

---

---

---

---

**HINTS/SCORING/MEMO**

---

---

---

---

---

---

---

---

---

---

---

## **HINTS/SCORING/MEMO**

---

---

---

---

---

---

---

---

---

---

## **COMPLIANCE WITH FCC REGULATIONS**

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

*How to Identify and Resolve Radio-TV Interference Problems.*

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

## 90-DAY LIMITED WARRANTY

### 90-DAY LIMITED WARRANTY

**CAPCOM** U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632, or inside California State call (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Pak, and return your Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

**CAPCOM** U.S.A., Inc.  
Consumer Service Department  
3303 Scott Boulevard  
Santa Clara, CA 95054

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

### REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for \$10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refunded.

### WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL CAPCOM BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

# Look For These Popular Arcade-Proven Capcom Game Paks



Licensed for play on the

**Nintendo**  
ENTERTAINMENT  
SYSTEM®

1917-1918  
1919-1920  
1921-1922  
1923-1924  
1925-1926  
1927-1928  
1929-1930  
1931-1932  
1933-1934  
1935-1936  
1937-1938  
1939-1940  
1941-1942  
1943-1944  
1945-1946  
1947-1948  
1949-1950  
1951-1952  
1953-1954  
1955-1956  
1957-1958  
1959-1960  
1961-1962  
1963-1964  
1965-1966  
1967-1968  
1969-1970  
1971-1972  
1973-1974  
1975-1976  
1977-1978  
1979-1980  
1981-1982  
1983-1984  
1985-1986  
1987-1988  
1989-1990  
1991-1992  
1993-1994  
1995-1996  
1997-1998  
1999-2000  
2001-2002  
2003-2004  
2005-2006  
2007-2008  
2009-2010  
2011-2012  
2013-2014  
2015-2016  
2017-2018  
2019-2020  
2021-2022  
2023-2024  
2025-2026  
2027-2028  
2029-2030  
2031-2032  
2033-2034  
2035-2036  
2037-2038  
2039-2040  
2041-2042  
2043-2044  
2045-2046  
2047-2048  
2049-2050  
2051-2052  
2053-2054  
2055-2056  
2057-2058  
2059-2060  
2061-2062  
2063-2064  
2065-2066  
2067-2068  
2069-2070  
2071-2072  
2073-2074  
2075-2076  
2077-2078  
2079-2080  
2081-2082  
2083-2084  
2085-2086  
2087-2088  
2089-2090  
2091-2092  
2093-2094  
2095-2096  
2097-2098  
2099-2100